LoopWorx 1.0

User Manual

Acon Digital Media GmbH

LoopWorx User Manual

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1 Introduction

LoopWorx turns your computer into a recording studio and gives your fancy full scope with 8 tracks, various audio effects and nearly a thousand samples from the *Hip Hop*, *Dance* and *Rock* genres.

Create your own compositions, sing live to your songs on the PC and enable your friends to download your songs directly to the MP3 player.

Now go for it and let`s get it,

The Acon Digital Media team

1.1 System Requirements

To run the LoopWorx software, you need a PC that meets the following minimum requirements:

- Intel or AMD processor with 700 MHz or more (1.1 GHz recommended)
- At least 128 MB of RAM
- At least 10 GB of available hard disk space
- Monitor resolution of at least 800 x 600
- AGP video card with 8 MB of memory
- 16-bit sound card and speakers
- CD-ROM or DVD-ROM drive

2 Working with LoopWorx

To run LoopWorx directly, double-click the corresponding desktop icon.

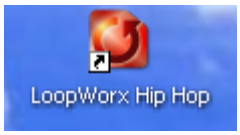

Fig.: Desktop icon. Color and text may vary between the LoopWorx editions (Hip Hop, Dance, and Rock)

As an alternative, you can run the program from the Windows Start menu. For this, select *Start* | *Programs* | *Acon Digital Media* | *LoopWorx* | *LoopWorx (Hip Hop, Dance, or Rock)*.

> **!** The actual Start menu path may vary depending on the Windows version used and the display design selected.

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2.1 Program User Interface

After the program starts up, the LoopWorx user interface is displayed. It is divided into several sections.

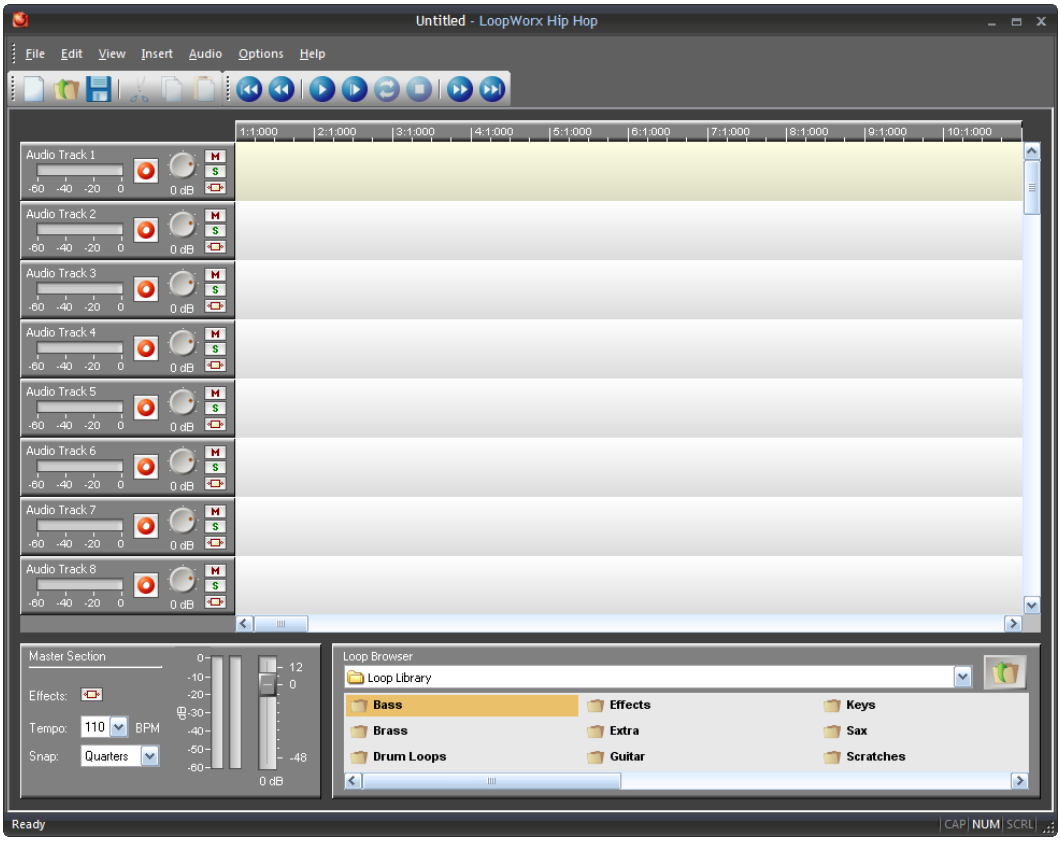

Fig.: LoopWorx user interface

The title bar appears at the top of the first section. Below the title bar, you see the menu bar and the toolbar below containing the quick start buttons to access the most relevant functions directly. On the left, the individual track controls are placed and continued to the right. A vertical dotted line in the track section indicates the current playback position of the song.

The lower left section contains the Master Section where you can configure global settings, i.e. settings for all tracks simultaneously. The Loop Browser at the bottom right allows you to select and pre-playback sound clips.

To show or hide additional components, select *Toolbars* from the *View* menu. You can show or hide the default toolbars and the Transport toolbar by checking or unchecking the appropriate checkboxes with a mouse click.

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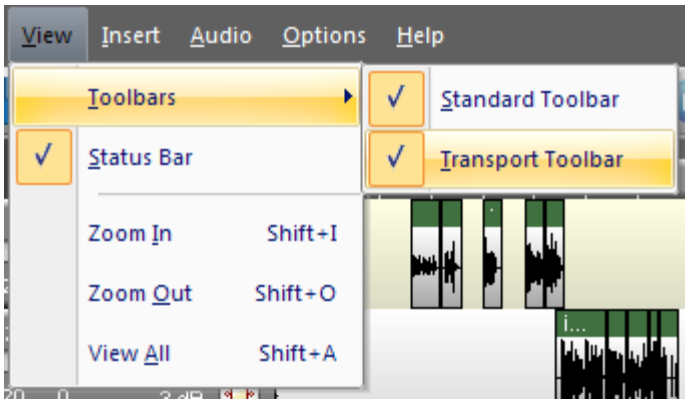

Fig.: Showing additional components

2.2 Procedure

When working with LookWorx, you create your own songs by using either the sound clips included in the program or your own audio clips that you can place in the individual audio tracks to successively build up your song. Use the drum computer to create the basic rhythm. You can even sing to your songs in real-time using a microphone. Finally, you can export your composition as a ready-made music file to listen on your MP3 player.

2.3 Using Help

For more information on the program, you can select the Help menu at any time.

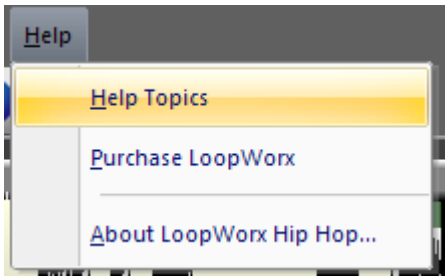

Fig.: Using help

The LoopWorx Help is then displayed.

2.4 Exiting the Program

If you want to exit LoopWorx after successful completion, select *File* from the menu bar and click *Exit*.

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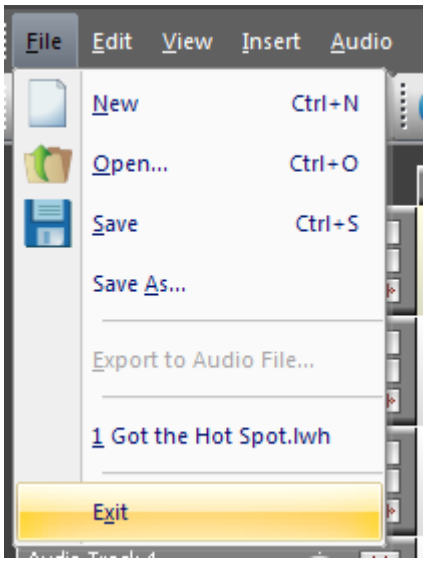

Fig.: Exit command

3 Creating Songs

You can create your songs simply by assigning sound clips to the individual audio tracks. For that, you can either use sound clips already included in the program or your own audio clips. Additionally, you can record your voice to act as an effect or use the software to record your singing in real-time while playing your song. The voice recording is automatically included in the selected audio track as a separate sound clip.

3.1 Using the Loop Library

To enable you to start working immediately, some sound clips are already included in LoopWorx. These clips can be found in the Loop Library, i.e. the music library. There are sounds, tones and sound effects that you can use in your song as appropriate. The Loop Library is always displayed first in the Loop Browser section with the sound clips arranged in sound folders.

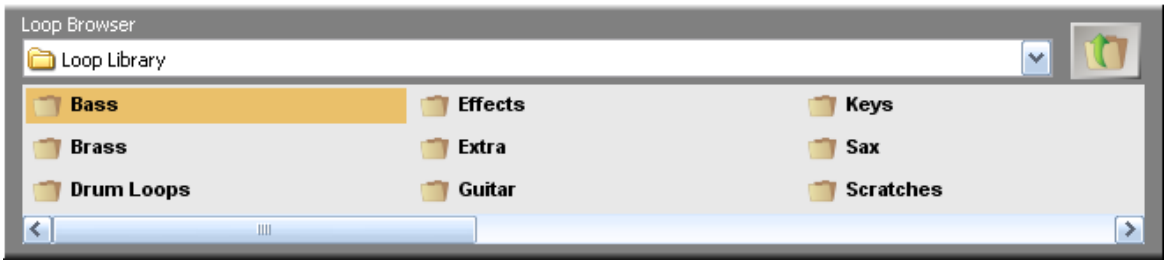

Fig.: Library sound clips

To open a sound folder, just double-click the folder. The name of this sound folder is

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then displayed in the upper input box, the folder content is shown in the content section below.

To move back up the folder tree, just click the button with the folder icon in the right corner of the Loop Browser.

Fig.: Folder icon

3.2 Prelistening Sound Clips

It is also possible to prelisten to the clips stored in the sound folders. In the Loop Browser section, place the cursor on the sound file. Click to select the clip, and hold the left mouse button pressed on the selected clip. Until you release the mouse button, the selected clip is played and you can listen to it through your speakers or any other audio output device.

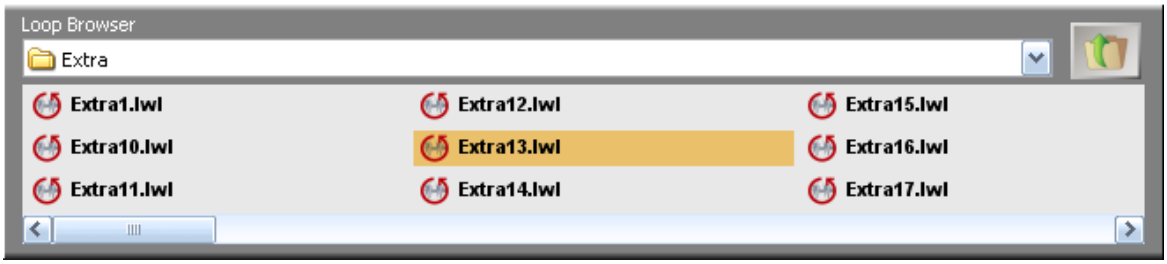

Fig.: Pre-playback of sound clips

3.3 Using your own Sound Clips

In addition to sound clips already included, you can use your own clips in your song. In the Loop Browser, select the folder on your hard disk and then select the sound clip you want to insert into a particular track.

3.4 Using the Drum Computer

In addition to sound clips you insert into your track, you can use rhythm effects from the built-in Drum Computer and configure the basic rhythm as appropriate.

First create an audio track for the Drum Computer track and select it with a mouse click. Then select *Insert | Drum Computer Loop* from the menu bar. A placeholder called Drum Computer is inserted into the selected audio track.

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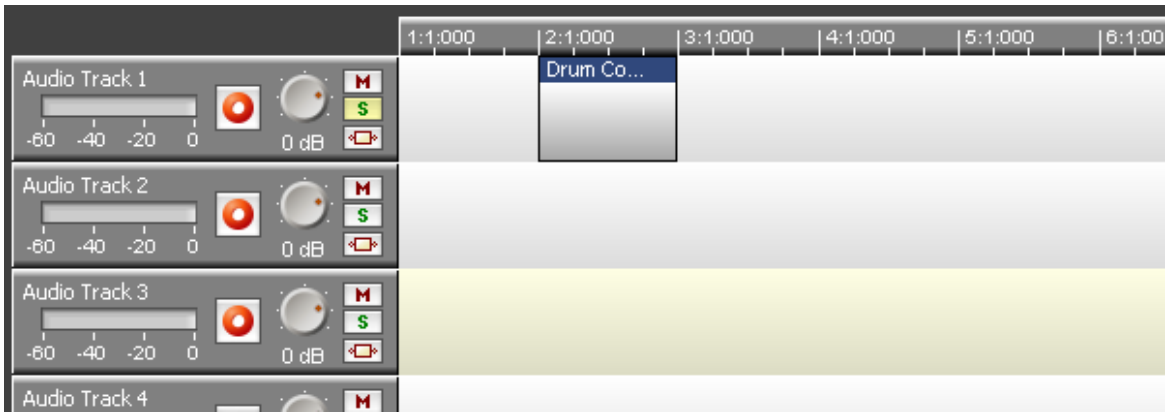

Fig.: Drum Computer placeholder inserted

Now double-click the Drum Computer placeholder inserted into the audio track. This takes you to the Drum Computer dialog window to configure your rhythm.

3.4.1 Setting the Rhythm

In the Drum Computer dialog window, you can use eight tracks to set the basic rhythm. On the left, the selected percussion instruments are listed. To the right of the percussion instruments, the corresponding rhythm tracks are represented as 4 measures, each with 8 measure buttons.

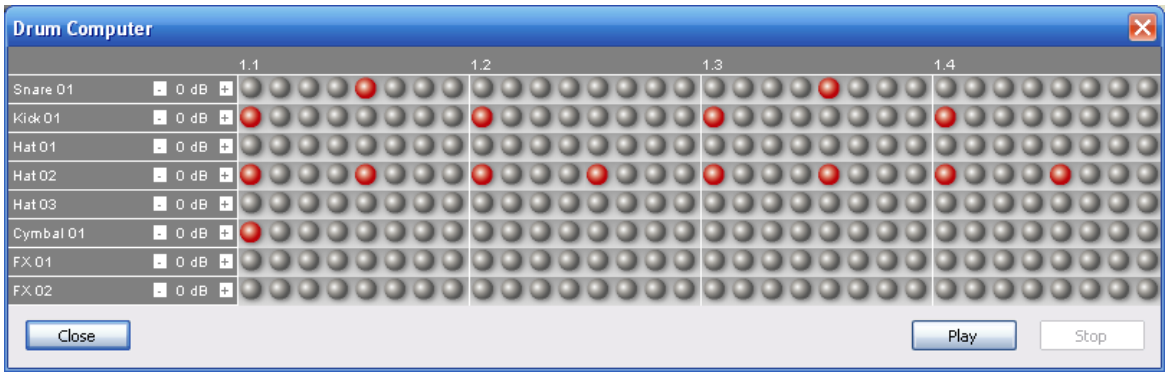

Fig.: Drum Computer dialog window

Now select a percussion instrument and click any of the round measure buttons to set the instrument. A grey measure button indicates that the corresponding instrument is not yet set. On the other hand, a red measure button indicates that the instrument is set.

To play the rhythm, click the Play button at the bottom. The 4 measures are played as a loop. You can now use the measure buttons to add more instruments which are then played as well. To stop the Drum Computer, click the Stop button at the bottom.

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3.4.2 Selecting Different Instruments

It is also possible to change the percussion instruments. To do this in a track, click the percussion instrument on the left directly. In doing so, the cursor changes to a hand with a pointing finger. Then the *Load Sound* window opens.

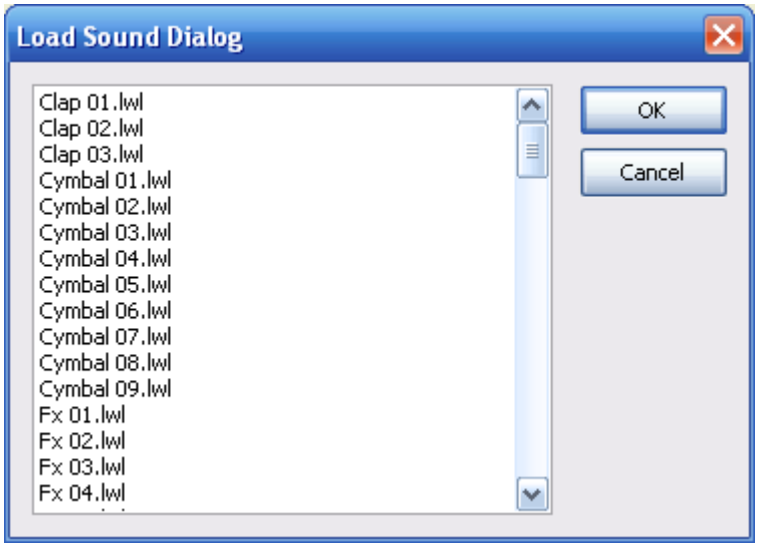

Fig.: Load Sound dialog window

Now you can select a new instrument from the list. To listen to an instrument, clicking the corresponding list item once. By double-clicking a list item, the corresponding percussion instrument is applied to the Drum Computer track.

After you have finished your rhythm, click the Close button in the Drum Computer dialog window. Your rhythm is then displayed in the audio track previously selected in LoopWorx with the checked measure buttons shown as small black rectangles.

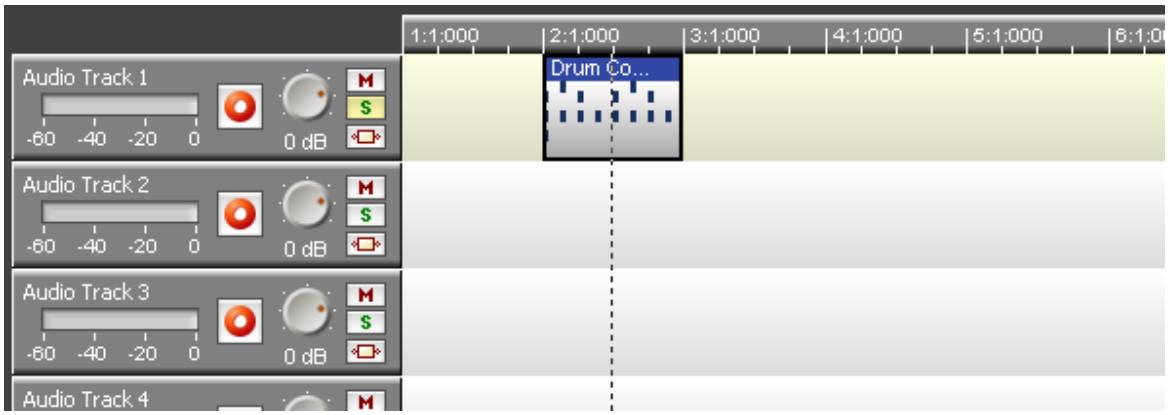

Fig.: Drum Computer rhythm in audio track

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3.5 Inserting Sound Clips into Tracks

To insert a sound clip into an audio track, select the clip from the content section of the Loop Browser, hold the left mouse button down and move the cursor to the audio track you want. When you release the left mouse button, the clip is automatically inserted. In doing so, the audio track to insert the sound clip is light-coloured.

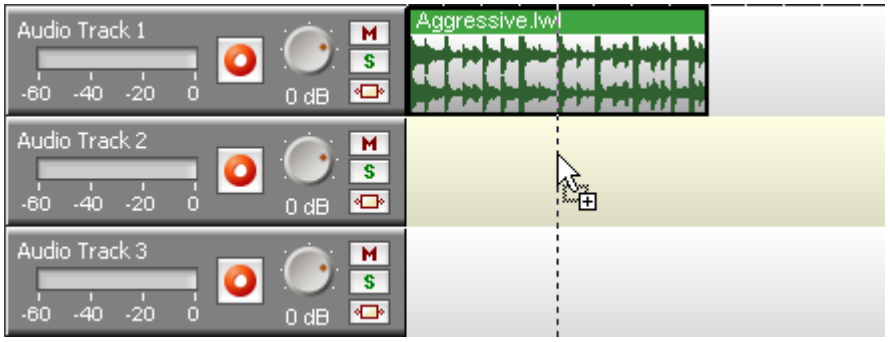

Fig.: Selected light-coloured audio track with insertion position

While inserting, the cursor shows an additional small icon that looks like a plus sign. When you release the left mouse button, the clip is automatically inserted into the selected track.

3.5.1 Using the Snap Feature

You can also simplify inserting sound clips into the tracks by using the Snap feature. In the Master section, you can specify the positions in the audio track to set the snap points. For this, select an option from the *Snap* list box.

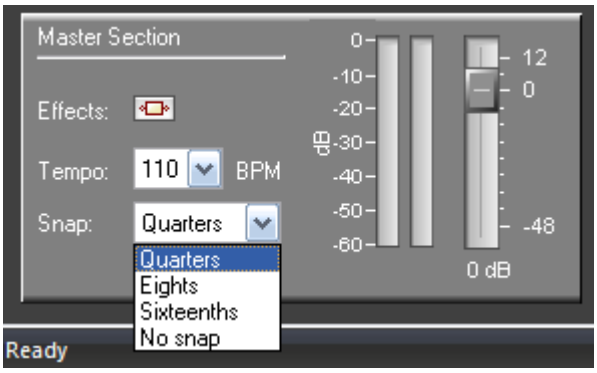

Abb.: Positionshilfe

There are four options available: the Quarters, Eights and Sixteenths snap points and the “No Snap” option which means that you can arrange the clips as appropriate.

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3.6 Changing the Tempo

The software also allows you to change the playback rate of your song. To set the BPM (Beats Per Minute) value, use the Tempo list box in the Master section. By selecting a higher number, your song is played at a higher rate. By selecting a lower number, the song is played at a lower rate.

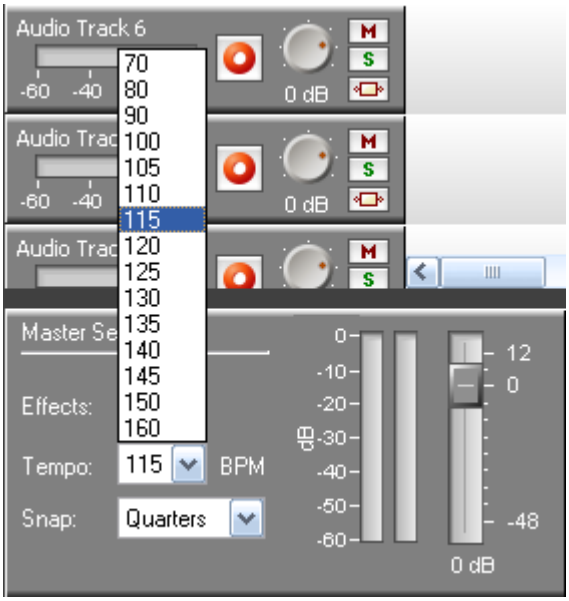

Fig.: Changing the tempo in LoopWorx

> **!** BPM refers to the playback rate of a particular composition. BPM means "Beats Per Minute" and determines the number of quarter-notes per minute.

3.7 Adjusting the Volume

There are two ways to adjust the volume of your song during playback. You can either adjust the volume for the whole song, i.e. for all tracks simultaneously, or the volume for each audio track in the song separately.

3.7.1 For all Tracks

During playback, you can adjust the volume for the whole song in the Master Section. To do so, move the slider up and down, respectively.

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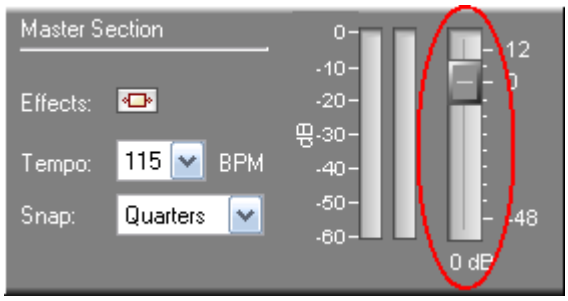

Fig.: Global volume control

Place the cursor on the slider, then press and hold the left mouse button. Now you can move the slider with the mouse. When you release the left mouse button, the slider is fixed at the current position.

3.7.2 For each Audio Track Separately

You can use the round button in the control section of a particular audio track in a song to adjust the volume of that particular track to a higher or lower value.

Fig.: Audio track volume control

Place the cursor on the button, then press and hold the left mouse button. Now move the cursor clockwise or anticlockwise to change the volume. When you release the left mouse button, the current value is fixed for further use. Below the button, the numerical value of the volume is also indicated in dB (decibel).

3.8 Playing Songs

If you want to play your compositions, use the control bar below the menu bar in the upper section.

Fig.: Control bar

As an alternative, you can select the *Audio* menu from the menu bar. The icons displayed in the menu that opens are similar to the control bar icons.

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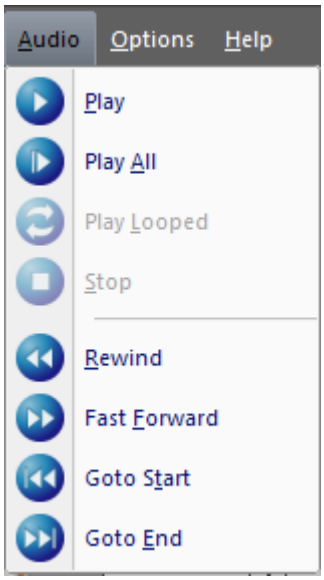

Fig.: Audio menu

3.8.1 Playing a Selection as a Loop

To play your song, you can select any part of your song to be played as a loop during pre-playback. For that, place the cursor where you want the loop to begin and click the left mouse button once. The start position is then indicated with a dotted line. Now move the cursor to the right where you want the loop to end and right-click.

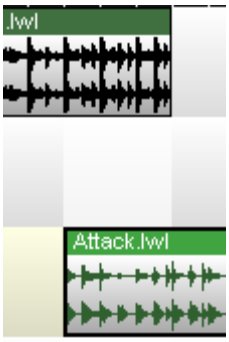

Fig.: Loop selection

The loop selection is thus set. The corresponding part of the audio track is light-coloured. When you click the Play button from the control bar, only this loop selection is played. To stop the loop playback, click the Stop button from the control bar.

To remove the loop selection, simply click in any audio track.

> **!** Please keep in mind that the playback position depends on the Snap option selected in the Master Section. If you want to use any playback position without

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limitation, you must select the No snap option.

3.8.2 Solo or Muted Audio Tracks

It is also possible to play audio tracks separately (solo). Only the content of the selected audio track is played during playback. To select this audio track, click the S button in the control section.

Fig.: Track set to solo playback

Moreover, you can mute audio tracks separately. In this case, only the content of the audio tracks not selected is played. However, the playback does not include the muted audio track. To mute a particular track, click the M button in the control section.

Fig.: Track muted

4 Voice Recording from Microphone

You can also add your singing and voice effects to your songs. Using LoopWorx, you can record your voice in real-time with your song. You just need to connect a microphone to your PC.

4.1 Adjusting the Recording Volume

Before you start, you should check the recording volume control. Open the Windows volume control. Select *Start* | *Accessories* | *Entertainment*| *Volume Control* from the *Start* menu. The Windows volume control opens.

Now select *Properties* from the *Options* menu. Please make sure that the *Adjust volume for* option is set to *Recording*. Then click OK.

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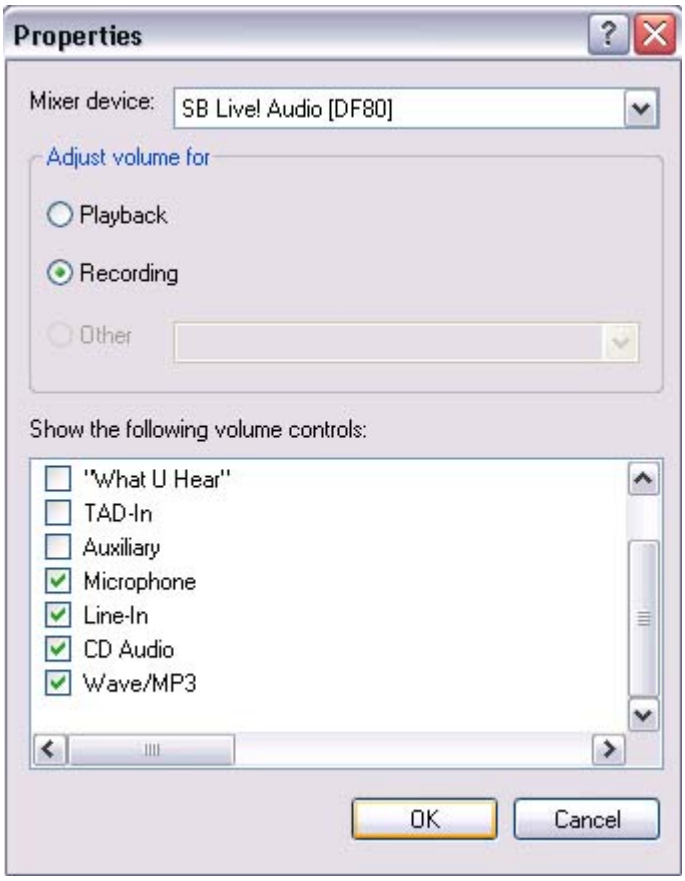

Fig.: Volume control properties in Windows

Now you should check the Select checkbox below the Microphone slider to enable the microphone input. Then select *Options | Exit* from the volume control menu to close the volume control.

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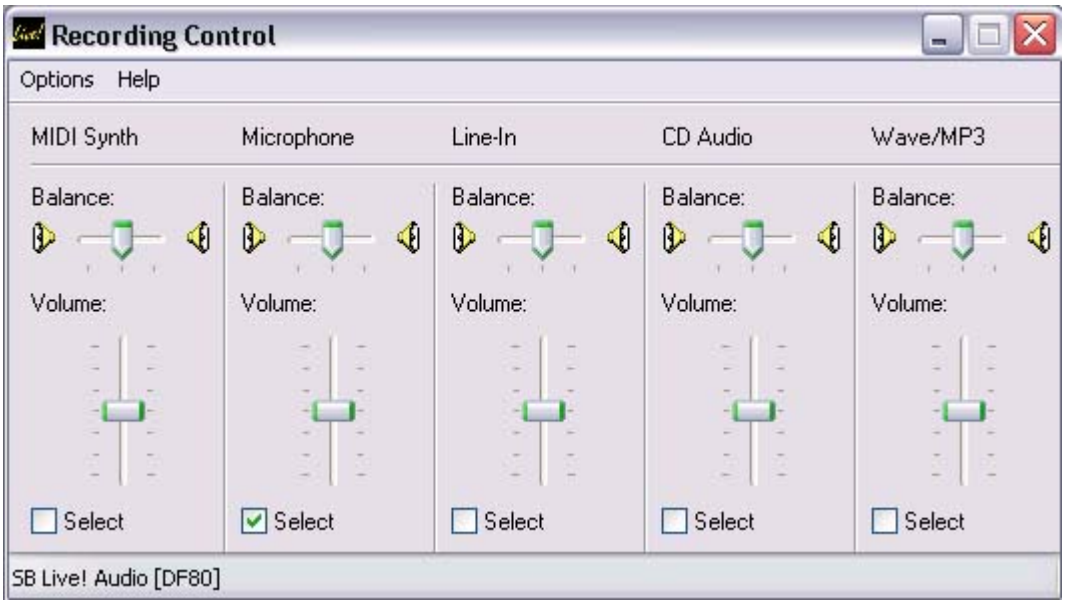

Fig.: Microphone volume control

4.2 Starting Recording

Select an audio track, take the microphone and click the round white-red button to start recording. The recording starts. In the selected audio track, you can see a reddish-coloured clip (marked as 'Recording'). Now you must speak or sing your song text.

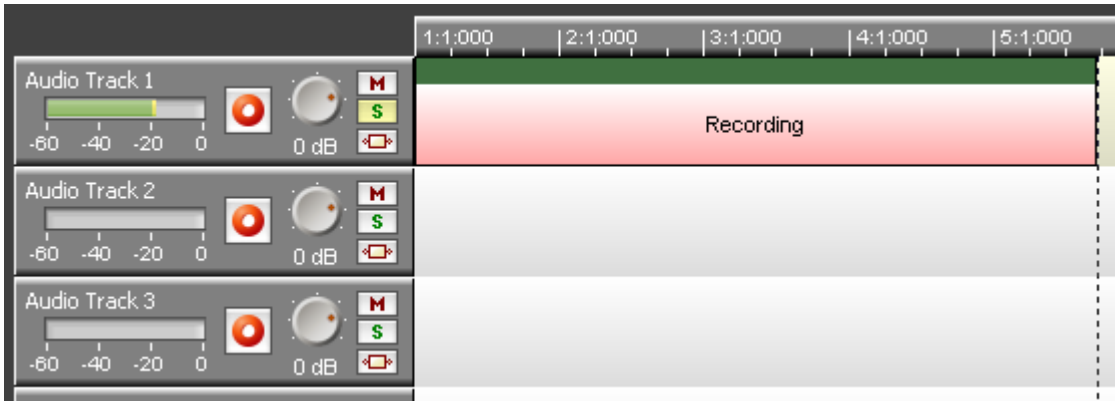

Fig.: Recording in audio track

4.3 Stopping Recording

To stop recording after the voice recording is completed, select Audio | Stop from the menu bar or Stop from the control bar.

After recording, your voice recordings are not lost, so you do not need to record them

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again. Your voice files are saved in the *My Documents \ My Music* folder using the file prefix *Recording*... and consecutive numbers.

> ! The voice recordings are saved with the Wave (*.wav) format.

From now on, you can use these recordings in other songs.

5 Editing Audio Tracks

After you have created your song and added your voice, you can proceed with editing the song using the LoopWorx editing tools. For example, you can adjust transitions and even clip lengths.

5.1 Zooming the Track View

Changing the audio track view may be helpful. You can either zoom in the view to show more track details or zoom out. To change the view, select View from the menu bar. Select the *Zoom In* menu item to zoom in the view and the *Zoom Out* item to zoom out the view.

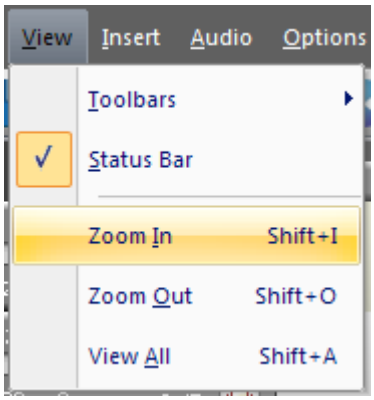

Fig.: Changing the view

Use the *View All* menu item to show the whole audio track content.

5.2 Extending or Shortening Clips

When you have added a sound clip, you can change its playback length. By extending the playback length of the clip, it is converted to a loop. By shortening the sound clip, however, the clip is stopped at that position where you set the new clip end.

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Select the desired clip from the audio track in order that its title bar is light green coloured. Now move the cursor to the end of the clip. The cursor icon changes to a horizontal double-headed arrow. Press and hold the left mouse button. When you move the cursor to the left or to the right, the sound clip is shortened or extended.

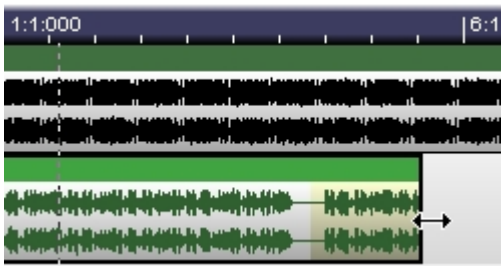

Fig.: Changing clip length

When you release the left mouse button, the clip length is fixed. In addition, when you extend the clip you can see that the repeating sequences are always coloured alternately light and dark.

> **!** Usually, you should try to always extend or shorten sound clip by a full measure.

5.3 Moving Track Contents

Sometimes you have to move sound clips. Here you can not only move clips forward or backward in an audio track, but move it from one track to another.

5.3.1 Moving Individual Sound Clips

To move an individual clip, select it with the mouse and place the cursor on the clip. Press and hold the left mouse button. The cursor changes to a crosshair with arrows, the move cursor. Now you can move the selected clip by dragging the mouse.

Fig.: Moving sound clip

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When you move the mouse to the left or to the right, the clip moves forward or backward in an audio track. By moving the mouse up or down, you move the sound clip from one track to another. When you release the left mouse button, the track is fixed at the selected position.

> **!** Please note the Snap feature settings in the Master section which are useful when moving.

5.3.2 Moving Multiple Sound Clips

If you want to move multiple clips at the same time, hold down the CTRL key while selecting the files with the mouse. Then place the cursor on one of the selected clips, then press and hold the left mouse button. The cursor changes to the crosshair with arrows and you can move all selected clips with the mouse.

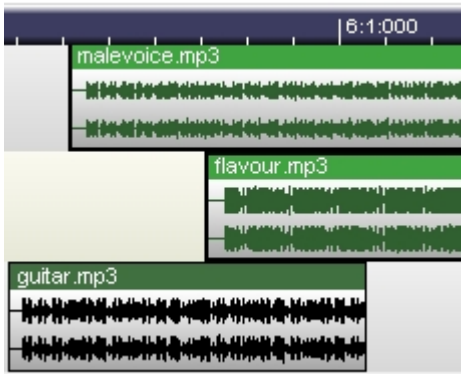

Fig.: Multiple clips selected (two audio tracks at the top)

When you release the left mouse button, all clips are fixed at their new positions.

5.3.3 Moving Groups of Clips

In addition, you can move full track contents as a whole. For example, it's the ideal option for inserting a prelude into your song.

Place the cursor on a blank spot in the audio track, then press and hold the left mouse button. By now dragging the mouse, you draw a white-dotted frame around the clips. Be sure to include all clips you want to select in that frame. When all clips are selected, release the mouse button. Place the cursor on one of the selected clips, then press and hold down the left mouse button again. Now you can move the selected sound clips with the mouse.

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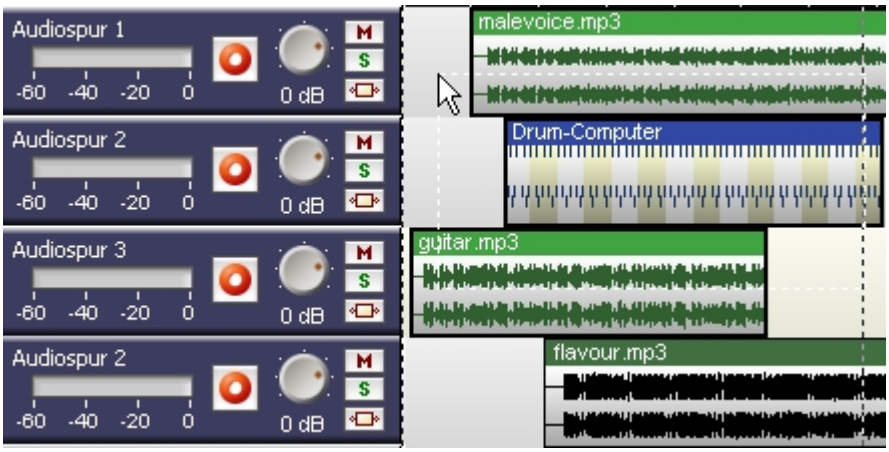

Fig.: Groups of track contents selected

When you release the mouse button, all clips are fixed at their new positions.

5.4 Cutting, Copying and Pasting Sound Clips

In some cases, you might want to use the same sound clip at multiple positions. For that, you should use the Copy, Cut and Paste commands.

To select your sound clip from an audio track, first click it. The clip is thus selected and the clip's title bar is light green coloured.

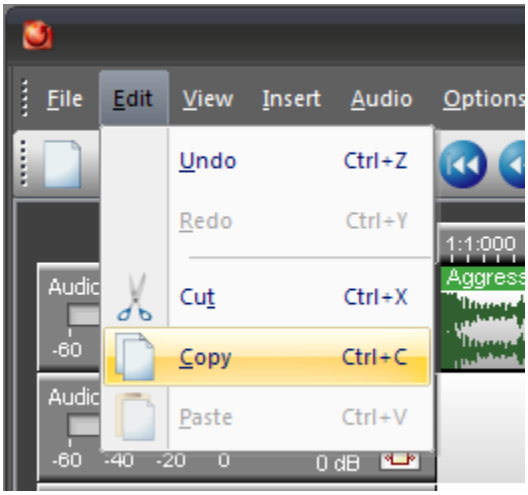

Fig.: Copying a clip

Now you can copy the clip retaining the selected clip at its position. For that, select *Edit | Copy* from the menu bar.

Cutting the clip to paste it to another position is different. You must select *Edit | Cut* from the menu bar. The selected sound clip is removed from its current position.

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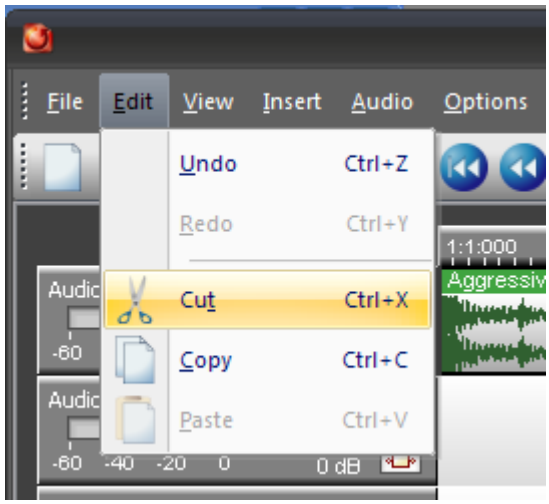

Fig.: Cutting a clip

To paste the clip, select the new insertion position with the mouse by clicking the audio track position you want. As a useful feature, the insertion position is indicated with the playback position (the vertical dotted line). Now select *Edit* | *Paste* from the menu bar.

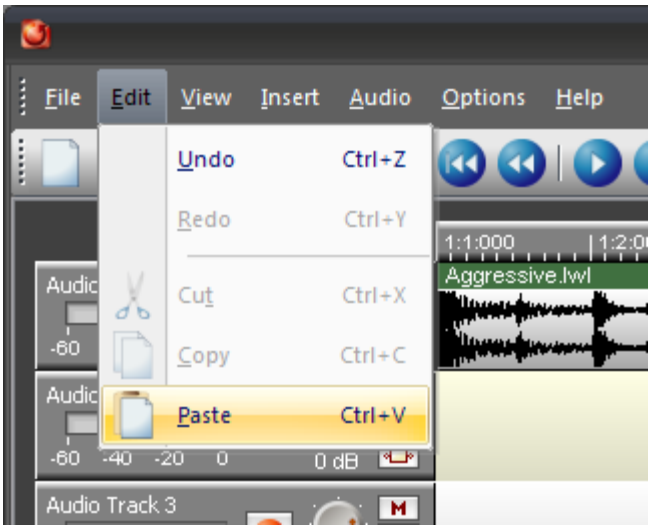

Abb.: Einfügen wählen

The clip is pasted to the selected position. You can also paste the clip that you have copied or cut to other positions. Select another insertion position, and then select *Edit* | *Paste* from the menu bar.

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5.5 Undoing / Redoing Editing

If you want to cancel an operation - you might have pasted a clip to the wrong position, for example - you can undo that operation.

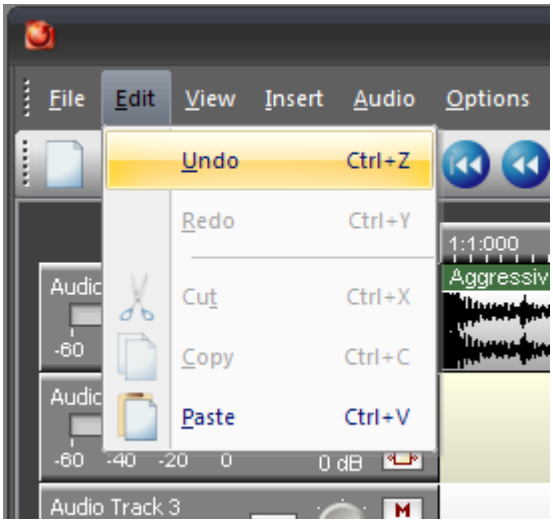

Abb.: Bearbeitungsschritt widerrufen

Select *Edit* | *Undo* from the menu bar. In this way, the last editing step is undone. To redo the step undone previously, select *Edit* | *Redo* from the menu bar.

5.6 Deleting Sound Clips

If a sound clip is no longer needed, you can remove this clip from an audio track completely. Select the clip with a mouse click and then press the DEL key. The clip is then deleted.

5.7 Opening and Saving Songs

You can save the compositions you created with LoopWorx. In this operation, the arrangement of the individual sound clips contained in the audio tracks is saved to a file.

To save your arrangement, select *File* | *Save* - or *File* | *Save As* - from the menu bar.

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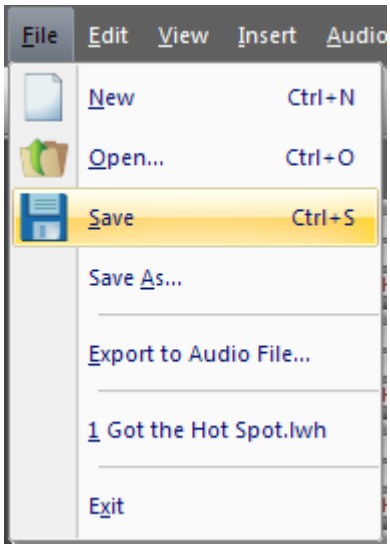

Fig.: Save command selected

The *Save* - or *Save As* - dialog box opens. Now browse to the folder where you want to save your composition. Enter a file name in the File name input box, and then click the *Save* button.

Similarly, you can open the compositions you created. Select *File | Open* from the menu bar. Then browse to the folder where your song files are located and click the *Open* button. The individual clips are then loaded into the audio tracks.

> **!** You must not delete any sound clip or move it on the hard disk. Otherwise, the song file will not load the clips properly.

5.8 Exporting Songs as Audio Files

If you want to save your song as a ready-made music file to load it to your MP3 player, you must use a different approach.

Select *File | Export Project as Audio File...* from the menu bar. The *Save As* dialog box opens. Enter a song name in the File name input box and select the output format that you want your song to be saved as from the *File type* list box (e.g., Ogg Vorbis file with *.ogg extension or MP3 file with *.mp3 extension).

To generate and save the music file, click the Save button. A coloured progress bar appears to indicate the export progress.

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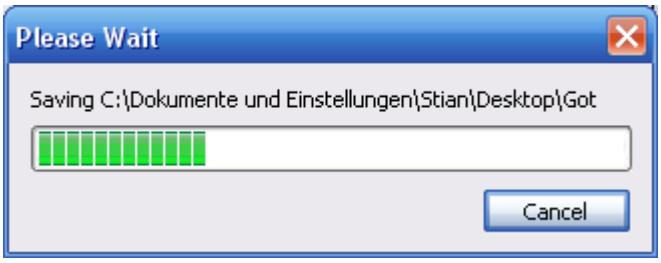

Fig.: Song saved as music file

In addition to the music format, you can select other settings by clicking the Options... button at the bottom. A dialog box opens where you can configure additional settings for the selected music format.

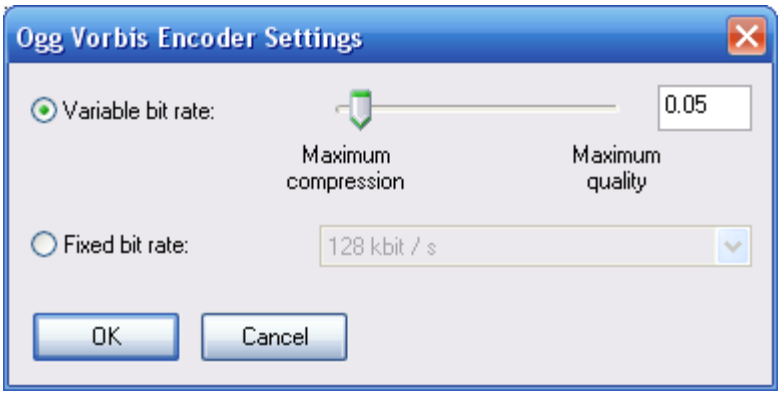

Fig.: Additional settings for music format

6 Using Audio Effects

You can also add audio effects to your songs. You can select audio effects for the whole song which are then applied to all audio tracks. However, you can also configure audio effects for each audio track individually.

6.1 Using Master Effects

To apply audio effects to your whole song, you must use the master effects. Go to the Master Section in the lower left corner of the user interface. Then click the small icon next to Effects.

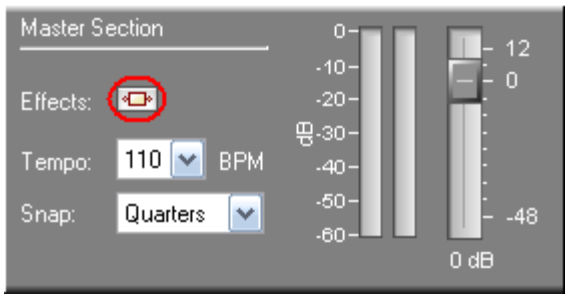

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Fig.: Using master effects

The *Edit Effects* dialog window opens to configure the required settings.

6.2 Using Track Effects

To apply audio effects only to one track, you must use the track effects. Go to the audio track you want and click the small icon that shows a rectangle.

Fig.: Using track effects

The same *Edit Effects* dialog window opens to configure the required settings.

6.3 Editing Effects

The *Edit Effects* dialog window contains two lists. The available effects you can use are listed on the right. The effects currently in use are listed on the left.

On the right, select an effect you want to use, and then click the << *Add effect* button. The effect is moved to the list on the left.

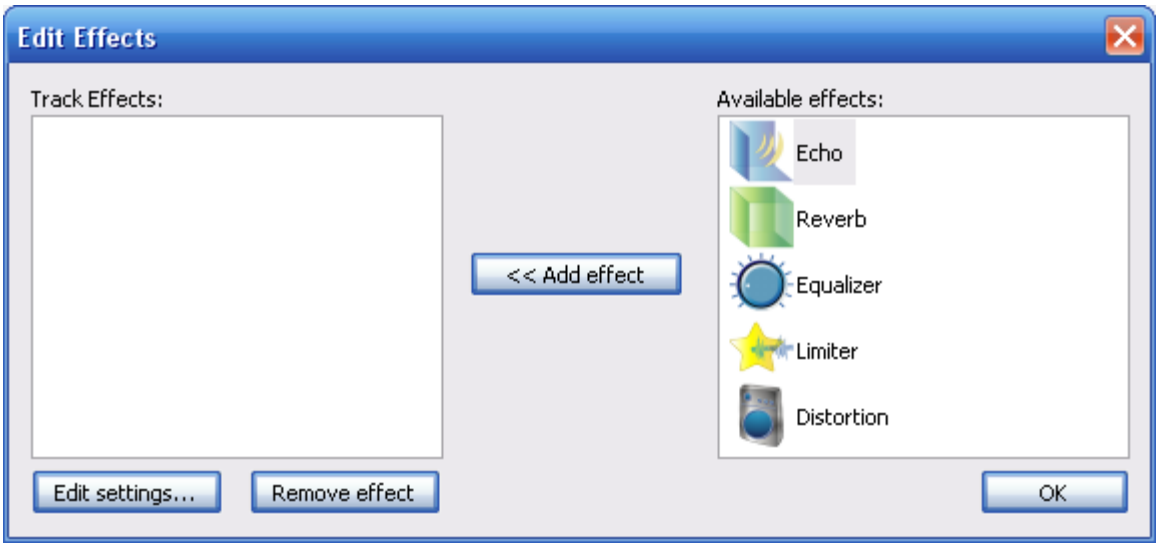

Fig.: Audio effects

Select the effect from the list on the left and click the *Edit settings...* button at the bottom. The *Edit Effect Settings* dialog box opens. To configure the settings for the selected effect, use the *Preset* list box

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> **!** By the way: you can select multiple effects simulaneously and apply them to an individual audio track or to the whole song.

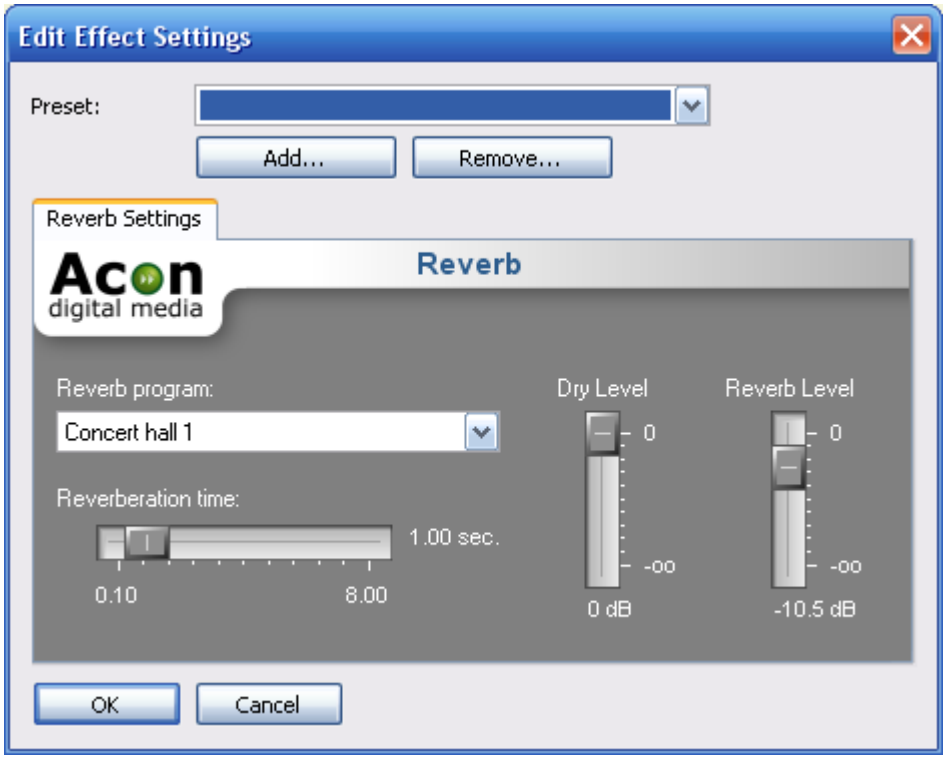

Fig.: Effect settings

Click *OK* to apply the setting.

6.4 Saving Custom Settings

In addition, you can customise a preset effect as appropriate. For that, select a preset effect in the *Edit Effect Settings* dialog window and customise it using the controls, buttons and switches at the bottom.

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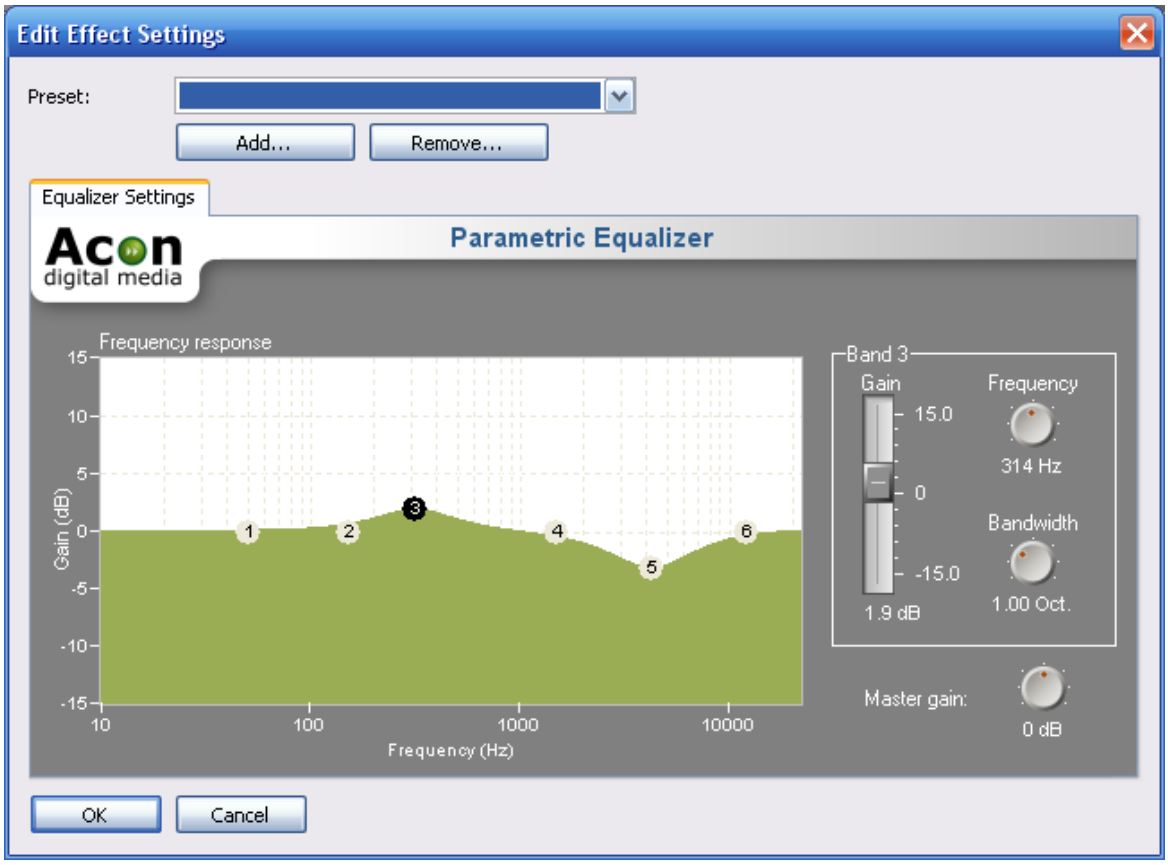

Fig.: Customising effects

To apply the settings, you must save the custom effect with a unique name. In the Edit Effect Settings window, click the *Add*... button. . The *Add Preset* input box opens. Enter a unique name for the effect. Click the *Add* button to apply the name.

Fig.: Name of custom effect

The effect with your custom settings is added to the Preset list. Here, preset effects and custom effects are well-defined.

The preset effects are indicated with the [ROM] prefix, whereas the custom effect names are preceded with the [User] prefix.

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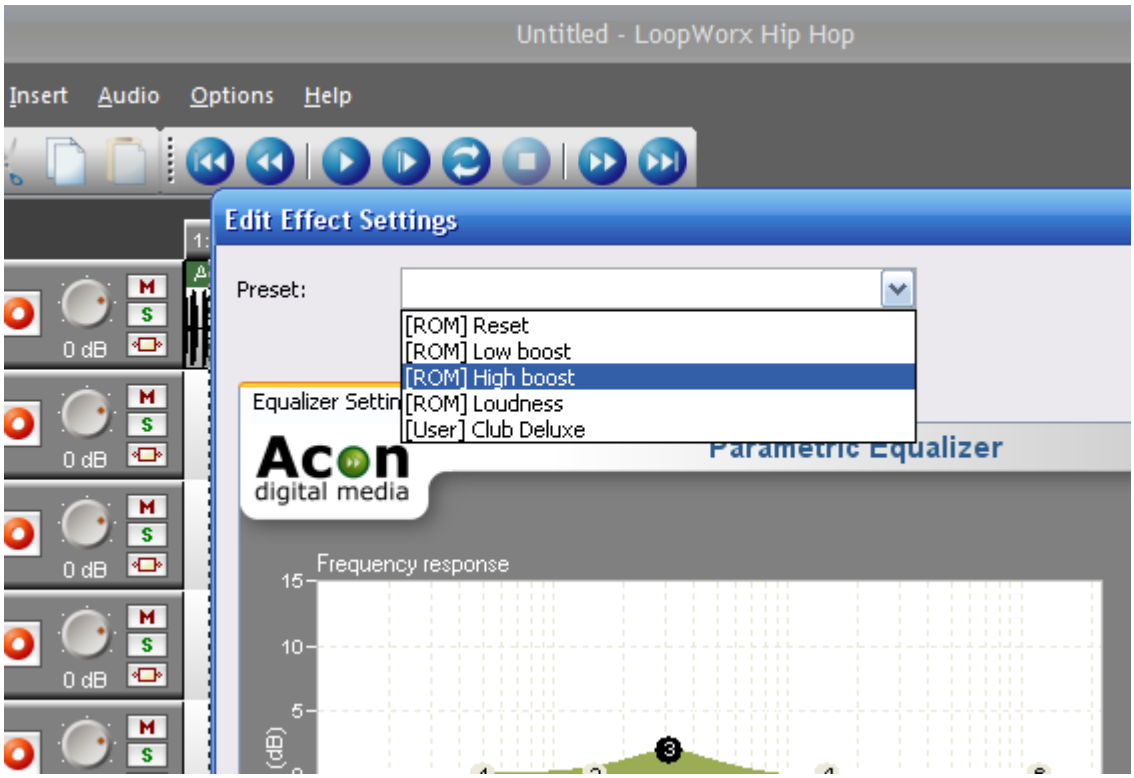

Fig.: Custom and preset effects

You can also remove custom effects from the list. For that, click the *Remove* button in the *Edit Effect Settings* window. The custom effects are then listed in the *Remove Preset* dialog box. Select the effect you want to delete from the list and click the *Remove* button on the right to remove the effect.

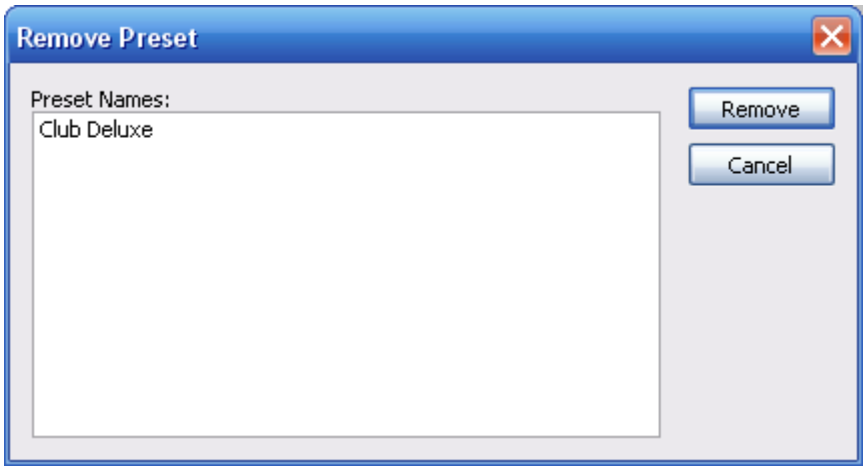

Fig.: Deletable effects

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> ! You can only delete effects with the [User] prefix. Preset effects with the [ROM] prefix cannot be deleted.

7 Configuring Settings

LoopWorx is carefully programmed in order that you do not need to configure a vast number of settings before creating songs. However, if you have installed multiple audio input and output devices, you can specify the devices to be used by LoopWorx.

7.1 Specifying Audio Input and Output Devices

For the audio devices used by LoopWorx for audio playback and recording, refer to the device settings. Here you can check for the audio input and output device to be used for your songs.

To open the device settings, select *Options* | *Device Settings* from the menu bar. The corresponding dialog box to select recording device and playback device opens.

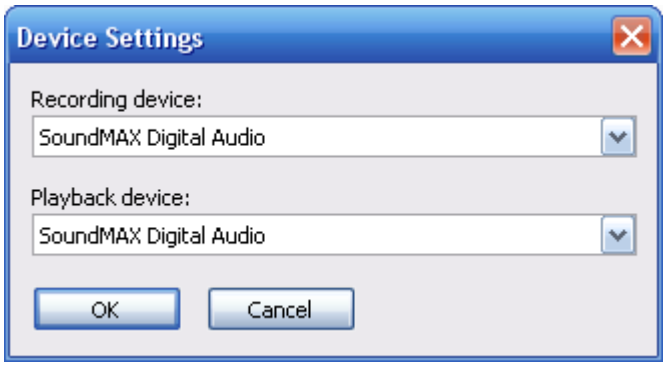

Fig.: Selecting audio input and output device

If you have a sound card installed on your PC, you will use the microphone input as your input device and the sound card's speaker output with the connected speakers as your output device. To do so, select your sound card in both the Recording device and the Playback device lists.

It is also possible to select different input and output devices. If you have connected a microphone to your sound card, select the sound card as your input device. If you have additionally connected a headset to your PC via USB port to listen to your songs, select the USB port to which the headset is connected as your output device.

Click the *OK* button to apply the settings.

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